

# setCommanderOverride



<b>Introduced in</b>	
<b>Version:</b>	1.19
<b>Description</b>	
<b>Description:</b>	<p>Lets the vehicle commander override turret control.</p> <p>The turret does not have to be crewed. It is also possible to specify whether the commander should use the overridden turret optics or not (V17.4.0+).</p> <p><b>Note:</b> The command is available in VBS2, but is only available in VBS3 from V17.4.0+.</p>
<b>Syntax</b>	
<b>Syntax:</b>	commander <b>setCommanderOverride</b> [vehicle, weaponpath]
<b>Parameters:</b>	<ul style="list-style-type: none"><li>unit: <a href="#">Object</a> - The commander.</li><li>vehicle: <a href="#">Object</a> - The affected vehicle.</li><li>weaponpath: <a href="#">Number</a> - The path to the turret.</li></ul>
<b>Return Value:</b>	<a href="#">Nothing</a>
<b>Alternative Syntax</b>	
<b>Syntax:</b>	commander <b>setCommanderOverride</b> [vehicle, turret, optics] (V17.4.0+)
<b>Parameters:</b>	<ul style="list-style-type: none"><li>commander: <a href="#">Object</a> - The commander (must be a gunner of a turret). Provide <a href="#">objNull</a> to cancel the override.</li><li>vehicle: <a href="#">Object</a> - The affected vehicle.</li><li>turret: <a href="#">Array</a> - The overridden turret.</li><li>optics: <a href="#">Boolean</a> - If <a href="#">true</a>, then the commander optics are replaced by gunner optics (optional, default: true).</li></ul>
<b>Return Value:</b>	<a href="#">Nothing</a>
<b>Examples</b>	
<b>Examples:</b>	<pre>player setCommanderOverride [vehicle, _turretPath]  Override control of tank1 main gun by tank1 commander:  (commander tank1) setCommanderOverride [tank1,[0]]  Revoke override of tank1 main gun:  objNull setCommanderOverride [tank1,[0]]  Override control of player vehicle main gun by player and make him use overridden turret optics:  player setCommanderOverride [vehicle player,[0],true]  Override control of player vehicle main gun by player and make him use own turret optics:  player setCommanderOverride [vehicle player,[0],false]  Revoke override of player vehicle main gun:  objNull setCommanderOverride [vehicle player,[0]]</pre>
<b>Additional Information</b>	

<b>See also:</b>	<a href="#">setDriverOverride</a>
<b>Multiplayer:</b>	
<b>Problems:</b>	

## Notes